

The Voyages of Young Doctor Dolittle

Memory Match Game

Build your memory muscles with Doctor Dolittle and friends !



Instructions:

- Print out 2 copies of the Doctor Dolittle characters
- Ask an adult to help you cut along the dotted lines
- Flip cards over and take turns finding matches!

Note: In order to help your cards last longer you may want to print them on cardstock, glue the page to light cardboard before cutting them out or laminate the cards.



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The Voyages of Young Doctor Dolittle

Spot the Differences

**Can you spot the differences in these
Doctor Dolittle Jungle Scenes? Hint: There are 6 !**



Instructions:

- Find 6 differences between the two photos

Answers:
Missing Necklace, Missing Banan, Pig's Eyebrow
Hat Polkadot Color, Bear Nose Color, Medal color change.



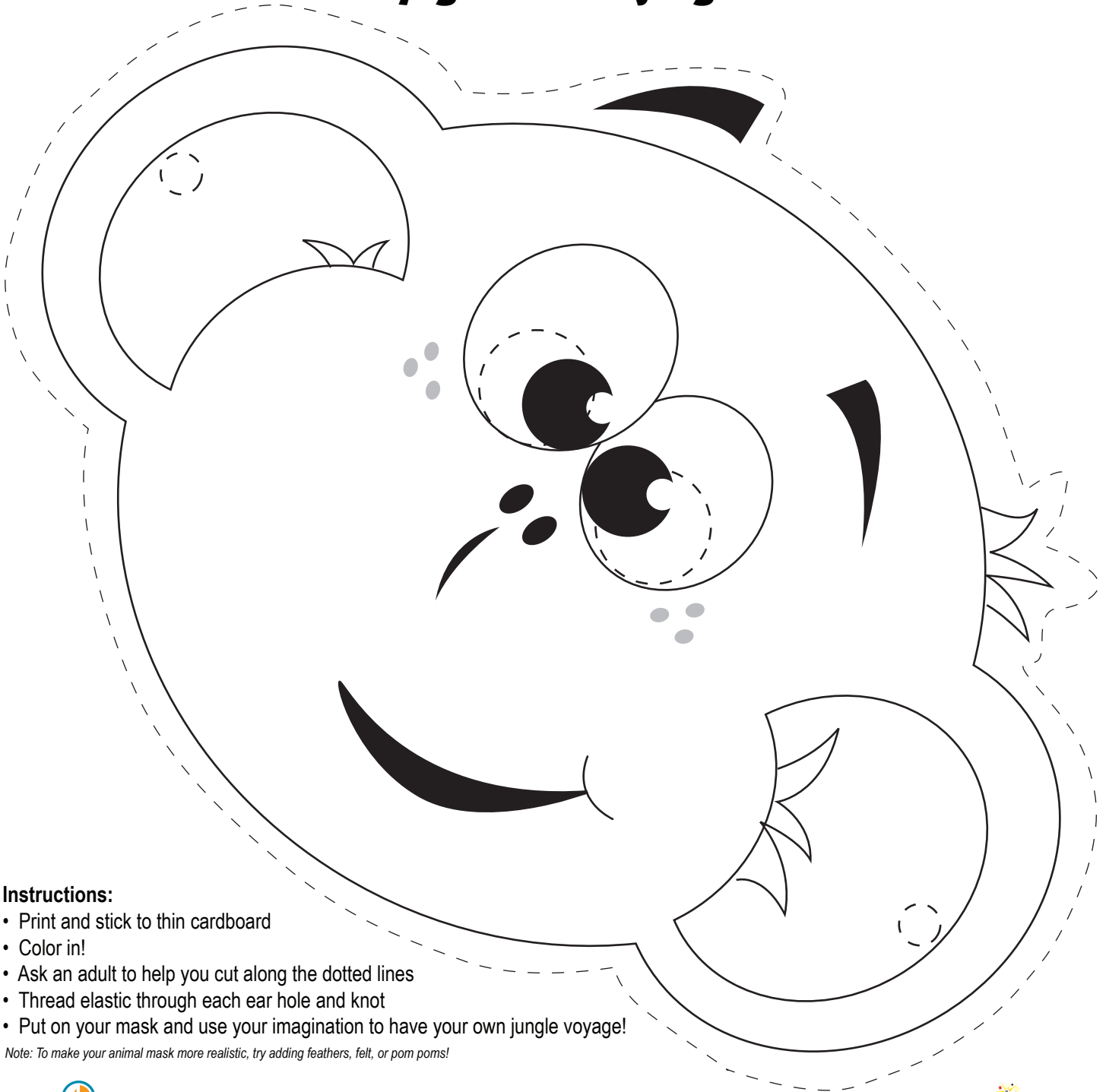
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The Voyages of Young **Doctor Dolittle**

Make Your Own Animal Mask !

**Make your own animal mask and use your imagination
to voyage into the jungle !**



Instructions:

- Print and stick to thin cardboard
- Color in!
- Ask an adult to help you cut along the dotted lines
- Thread elastic through each ear hole and knot
- Put on your mask and use your imagination to have your own jungle voyage!

Note: To make your animal mask more realistic, try adding feathers, felt, or pom poms!

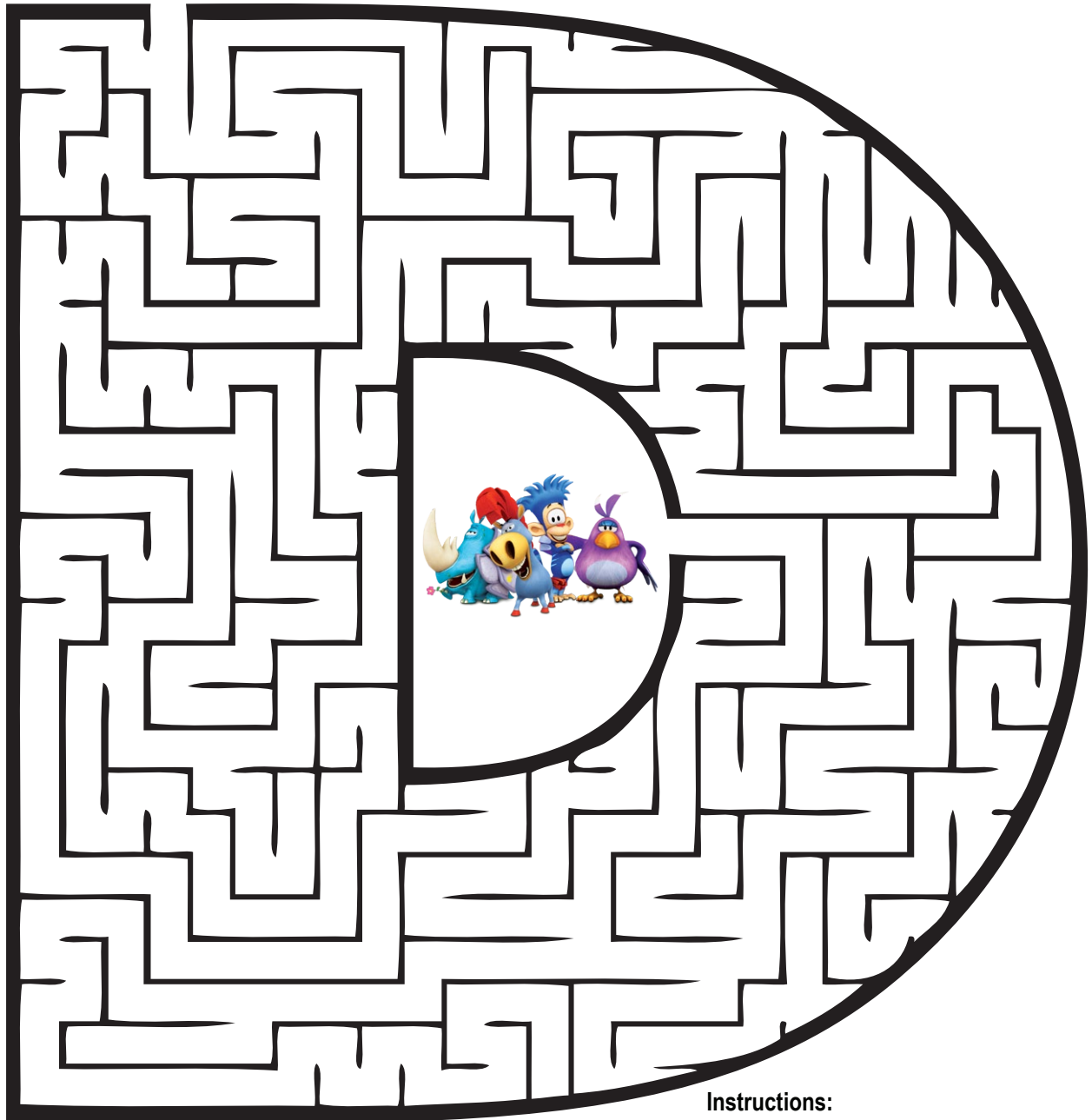


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The Voyages of Young
Doctor Dolittle

**Find Your Way
Through The Maze !**



Instructions:

- Print out the Maze
- Help Doctor Dolittle find his way to his friends!



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The Voyages of Young **Doctor Dolittle**

Colour by Number

**Follow the colour legend below to color in
Doctor Dolittle and friends !**

1 - Dark Blue

2 - Red

3 - White

4 - Grey

5 - Peach

6 - Light Blue

7 - Purple



Instructions:

- Print out coloring sheet
- Follow color legend to color in

The Voyages of Young
Doctor Dolittle

**#1 Animal Lover
Certificate**

Doctor Dolittle is a great friend and helper to animals. Do you know someone like Doctor Dolittle? They deserve an award !

#1 Animal Lover



Is Proudly Presented to



On this day: _____

By: _____

Instructions:

- Print out the certificate
- Fill in the blanks and color
- Pass it along to an animal lover!



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The Voyages of Young Doctor Dolittle

Word Search

**Find words from The Voyages of Young
Doctor Dolittle movie !**

T	P	L	P	H	L	J	I	Z	W	S	D	N	J	Q
F	I	S	L	A	N	D	E	J	L	M	O	I	H	Z
L	K	N	U	K	C	C	W	A	E	M	C	Z	J	B
U	D	V	X	B	S	A	M	F	U	V	T	C	U	B
Y	Y	G	B	P	M	I	Z	B	G	N	O	S	N	Y
J	H	V	M	T	N	A	E	U	E	C	R	K	G	R
Y	I	O	S	A	F	V	R	W	N	J	H	R	L	A
K	H	E	V	A	T	Z	A	I	E	U	X	X	E	M
C	L	Z	T	U	X	L	K	Z	N	E	G	S	E	S
B	O	N	D	O	L	I	T	T	L	E	Y	P	H	E
J	W	V	G	I	S	D	F	T	S	V	G	O	L	Y
X	O	N	R	J	I	B	B	L	U	S	D	L	I	F
U	M	O	Y	C	F	R	I	E	N	D	S	L	O	L
Z	G	C	C	X	W	O	U	F	D	Q	I	Y	D	Y
L	O	U	I	S	E	U	M	R	P	S	H	I	J	C

Dolittle
Polly
Jungle
Doctor
Chomps
Animals
Island
Eugene
Ramsey
Gorilla
Submarine
Jib
Friends
Louise





Instructions:

- Print out word search
- Find and circle words



The Voyages of Young Doctor Dolittle

Make-it-Yourself Calendar

 Sunday	 Monday	 Tuesday	 Wednesday	Thursday	Friday	Saturday

Instructions:

- Print out the calendar
- Write in the month, day numbers and colour
- Write in important dates and reminders
- If doing multiple months, ask an adult to help you hole punch the top of the pages and tie together with string or ribbon

The Voyages of Young
Doctor Dolittle
Activities - The
Voyages of Young
Dr. Dolittle

1. Dolittle Island Camouflage

Objective: To stay camouflaged in the jungle so you're not caught by the gorilla army!

One person is chosen to be Ramsey the Ram. Ramsey closes his eyes and counts to 20 while the rest of the group hides in a predetermined boundary in the trees and surrounding wilderness (or wherever you happen to be. Use your imagination!). Ramsey opens his eyes. Without moving, Ramsey must try to identify where everyone is hiding. If he sees someone, he calls out what they are wearing and where they are and they must come out. The last person to be spotted is the winner and becomes the next Ramsey.

2. Lava Crossing

Objective: Build a sturdy bridge for Dr. Dolittle and friends so they can cross the lava safely without falling in!

Divide the players into groups. Each group will receive:

- 100 Popsicle sticks
- 1 bottle of glue
- 1 ball of twine
- 1 ball of putty

Each group will get a set amount of time to build the sturdiest bridge they can. Afterward, the strength of the bridge is tested with household items and the bridge that withstands the most weight, wins!

3. Dolittle to the Rescue

Objective: For Dolittle to guess who Ramsey is before Ramsey puts the other players to sleep!

Everyone sits in a circle. Pass out a playing card to each player. The player with Ace of Hearts is Dolittle and announces himself to the group. The player with Ace of Spades is Ramsay but keeps this to himself. The cards are put down face down in front of the players. Dolittle stands in the centre of the circle and walks around trying to discover who has chosen the Ramsay Card. When Dolittle has his back to him, Ramsey makes a funny face at the other players. When a player sees this, they must pretend to fall asleep. Dolittle has 3 guesses to guess who Ramsey is before all the other players have "fallen asleep".

The Voyages of Young
Doctor Dolittle
Activities - The
Voyages of Young
Dr. Dolittle

4. Gorilla Attack

Objective: If you are a gorilla, to tag the Dolittle Gang to make them gorillas. If you are the Dolittle Gang, the objective is to tag gorillas to join the Dolittle Gang.

Divide your group into two teams. One side is chosen as the Dolittle Gang, which must tag the opposing team, Ramsey's Army. The game is finished when all of Ramsey's Army has been tagged.

5. Rhyme like a Rhino

Objective: To write your very own poem for someone special!

Eugene loves writing poetry for his lady Rhino (Read copy of Rhino's poem to group). Poetry can be funny or serious, can rhyme or not rhyme. The fun thing about poetry is that there are no rules! Where's the last place you've been where there have been no rules? Try writing your own poem! You can use these rhymes from the movie, or try your own!

Bear, Scare / Friend, Pretend/ Poem, Roam / Trees, Please /

Depending on the age group, you can introduce the concept of making comparisons using similes and metaphors.

Metaphor: A comparison made between 2 unlike things (as seen in red)

Simile: A comparison using like or as (as seen in blue)

Rhino's Poem:

Your eyes are beautiful shining stars,

Sailing towards each other like two ships,

Passing in the moonlight.

Your large horn is like a lighthouse,

Guiding those ships to shore.



#1 Animal Lover



Is Proudly Presented to



On this day: _____

By: _____



Saturday

[illegible]